

EXECUTE

- For Mainframes
- For UNIX/OpenVMS and Windows

EXECUTE for Mainframes

$$\left\{ \begin{array}{l} \text{EXECUTE [REPEAT] } \textit{program-name} [\textit{library-id}] \\ \textit{program-name} [\textit{parameter}] \dots \end{array} \right\}$$

The EXECUTE command is used to execute a Natural object module.

The object module must have been cataloged (that is, stored in object form) in the Natural system file or linked to the Natural nucleus.

The keyword EXECUTE is optional; it is sufficient to specify the name of the program to be executed.

The execution of an object module does not affect the source program currently in the editor work area.

When entered in the command line of the program editor, the system command EXECUTE **must not** be abbreviated to EX, as the program editor would interpret this as the editor command EX.

This section covers the following topics:

- Syntax Explanation
- Passing Parameters to the Program

Syntax Explanation

REPEAT

If the program being executed produces multiple screen output and you wish the screens to be output one after another without intervening prompts, you specify the keyword REPEAT together with the keyword EXECUTE.

program-name

The name of the program to be executed. If you do not specify a *library-id*, Natural can only execute the specified program if it is stored either in your current library or in the current steplib library (the default steplib is "SYSTEM").

library-id

If the program is stored in another library, specify the *library-id* of that library. In this case, the program can only be executed if it actually stored in the specified library.

A *library-id* that begins with "SYS" must not be specified (except "SYSTEM").

Under Natural Security, a library ID cannot be specified.

Passing Parameters to the Program

When you execute a program by specifying the program name without the keyword EXECUTE, you may pass parameters to the program. These parameters will be read by the first INPUT statement in the executed program.

You can specify the parameters as positional parameters or as keyword parameters, with the individual specifications separated from one another by blanks or the input delimiter character (as specified with the **session parameter** ID).

Note:

The parameter settings are always converted to upper case (regardless of the terminal command %L or the **profile parameter** LC=ON).

Examples of EXECUTE Command:

```
EXECUTE PROG1
```

```
EXECUTE PROG1 ULIB1
```

```
PROG1
```

```
PROG1 VALUE1 VALUE2 VALUE3
```

```
PROG1 VALUE1, VALUE2, VALUE3
```

```
PROG1 PARM1=VALUE1, PARM2=VALUE2, PARM3=VALUE3
```

```
PROG1 PARM3=VALUE3 PARM1=VALUE1 VALUE2
```

EXECUTE for UNIX/OpenVMS and Windows

```
{EXECUTE [ REPEAT] program-name [library-id] }  
{ program-name [parameter...]
```

The EXECUTE command is used to execute a Natural object module.

The object module must have been cataloged (that is, stored in object form) in a Natural library or linked to the Natural nucleus.

The keyword EXECUTE is optional; it is sufficient to specify the name of the program to be executed. The execution of an object module does not affect the source program in the currently active window.

If the program being executed produces multiple screen output and you wish the screens to be output one after another without intervening prompts, specify the keyword REPEAT together with the keyword EXECUTE.

program-name

The name of the program to be executed. If you do not specify a *library-id*, Natural can only execute the specified program if it is stored either in your current library or in the current steplib library (the default steplib is "SYSTEM").

library-id

If the program is stored in another library, specify the *library-id* of that library. In this case, Natural can execute the program only if it is actually stored in the specified library.

Under Natural Security, you cannot specify a *library-id*; that is, you can execute only programs that are stored in your current library.

Passing Parameters to the Program

When a Natural program is executed by specifying the program name only, input parameters may be passed to the Natural program. These parameters will be read by the first INPUT statement in the executed Natural program. The parameters can be specified as either positional parameters or keyword parameters with each setting separated by the input delimiter character.

If one of the parameters passed contains blanks, the transfer will only be executed if directly after the program name an input delimiter is set.

If one of the parameters is a string which contains blanks, the transfer will only be executed if directly after the program name an input delimiter is set.

Examples of EXECUTE Command:

EXECUTE PROG1

EXECUTE PROG1 ULIB1

PROG1

PROG1 VALUE1 VALUE2 VALUE3

PROG1 VALUE1, VALUE2, VALUE3

PROG1 PARM1=VALUE1, PARM2=VALUE2, PARM3=VALUE3

PROG1 PARM3=VALUE3 PARM1=VALUE1 VALUE2

PROG1,ab cd ef,gh,de fg,ab